

# The Gamification Revolution and Employee Engagement



Project Title	The Gamification Revolution and Employee Engagement
Project Summary	Create a gamification program to enhance employee engagement.
Country	United States
Agency	Veterans Affairs Department
DoS Office	N/A
Post	N/A
Section	N/A
Number of Interns	4

## Project Description

Research the use of gamification in the Department of Veterans Affairs. Create gamification based programs to increase employee engagement and foster a stronger sense of team. This will include exploring a variety of initiatives, such as employee ‘Pack Profiles,’ offering points and rewards for internal and external collaboration, creating an app, publishing a blog post, and other creative ways to incorporate gamification initiatives in the workplace.

## Desired Skills Interests

- Skill
- Research
- Creativity
- Gamification
- Employee Engagement

## Additional Information

*None*

**Language Requirements**

*None*